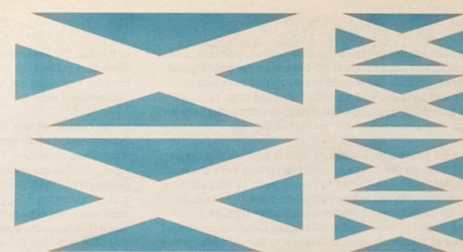
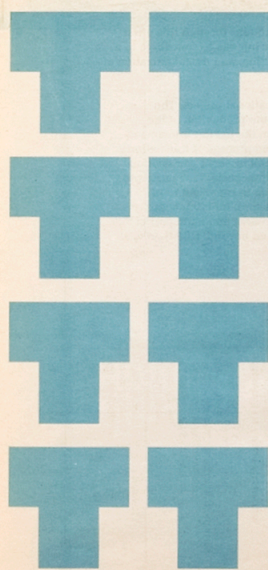
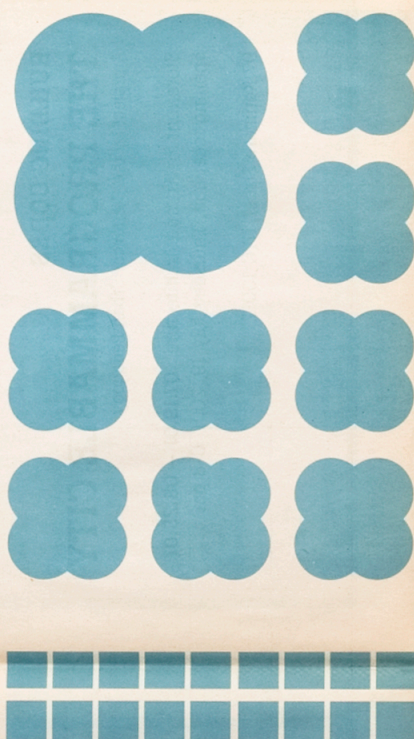
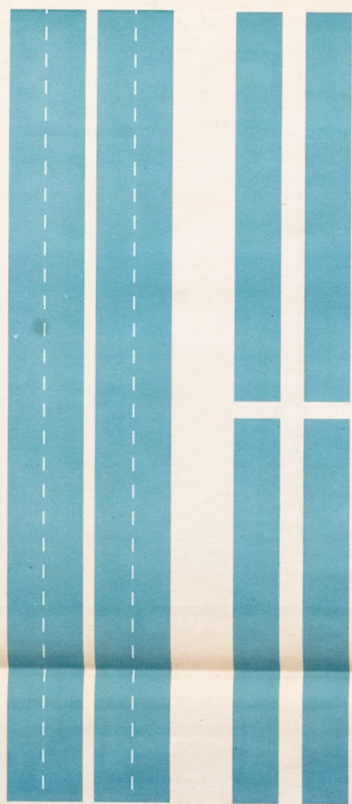


BUILDING CODES



#### SUGGESTIONS

Use these shapes for reference.  
Cut them out and place them or draw your own directly onto the grid.  
See the RULES for guidelines on placement.  
Bring or mail your Programmable City to the show and we will add them to the collection of programmed cities.



#### THE RULES

The game is finished when your city is complete.

1. One unit equals one inch of the model.
2. Each development must be adjacent to another development.
3. For every 8 units of housing placed in the city plan, there must be 3 shopping units, 2 industrial units and 1 park unit.
4. For every 4 units of industrial space, there must be 1 unit of low-income housing.
5. For every 3 units of low income housing, there must be 3 units of moderate income housing and 1 unit of luxury housing.
6. All luxury housing must be placed within 3 units of a commercial development.
7. No housing may be placed more than 10 units from a store or a factory.
8. Buildings with more than 10 stories must be placed at least 4 units from the perimeter of the city.
9. One half of highway units must be placed on the waterfront.
10. There must be a drug-store for every 5 units of city.
11. Housing adjacent to any waterfront or 3 unit park must be luxury housing, unless it is also adjacent to a brownfield or a highway.

12. Low income housing cannot be placed within 3 units of high income housing, unless a blocker is placed between them. A blocker may be a highway, transit corridor, river, or medium income housing.
13. There should be 1 unit of park per 10 units of non-park. Park units should occur in clumps of 3.
14. Factories may not be placed within 5 units of high income housing or 3 units of medium income housing. This rule may be violated if the factory is adjacent to water. If the factory is within 2 units of high or medium income housing there must be a waterfront redevelopment plan to adapt the waterfront to recreational uses.
15. At least 4 underdeveloped areas should be sited within 4 units of the Central Business District. These underdeveloped areas could include brownfields, light manufacturing, or low-income housing, but not public low income housing.
16. ZITs (Zones In Transition) exist in three states: (1) depressed light-manufacturing/low-income area (2) zone of radical culture (3) zone of multinational commerce.

## BUILDING CODES THE PROGRAMMABLE CITY

A project by the Center for Urban Pedagogy

Storefront for Art and Architecture 07.19.01 – 08.25.01  
opening reception: Thursday July 19, 2001 6-8 pm  
97 Kenmare Street, New York, NY 10012

#### Other BUILDING CODES projects

**Building codes, coding communities**  
A window installation at the Lower East Side  
Tenement Museum, 97 Orchard Street  
On display through 8.31.01

A virtual public forum featuring a public  
official, an architect, a developer, a sociologist,  
a super, and a community activist alongside an  
evolving display of landmarks in American  
building regulation.

**Can Tenements Live with Towers?**  
Recent Developments on the Lower East Side  
CURY Graduate Center, 5th Avenue and 34th  
Street  
Saturday, October 6, 2001 11:15-1:15

A public discussion on what urban development is  
and how it should work featuring a community  
board representative, a  
for-profit developer, a BID representative, a  
community activist, and an urban historian.  
Moderated by CUP.

**Film series**  
Lower East Side Tenement Museum Basement  
Theater  
97 Orchard Street  
August 16, 23, 30  
All programs begin at 7 PM.

A series of films dealing with development,  
tenements, public housing, Lincoln Center, and the  
social control of space, featuring films from  
Frederick Wiseman, Third World Newsreel, and  
Paper Tiger Television.

(Check [anotherdevelopment.org/buildingcodes](http://anotherdevelopment.org/buildingcodes) for more information on ongoing events.)



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Building codes stand between diverse realms, cultures, and disciplines. They act as formal go-betweens for politics and architecture, provide the terrain for struggles between landlords and tenants, and provide formalizations of society's minimum conditions of living. Building regulations tie design into a much broader social fabric.

One hundred years ago, Lawrence Veiller and other activists designed the first tenement houses in New York City. They were the first of many housing reform efforts that have shaped the Lower East Side. Today, many designers view the realm of codes as an impediment to their work rather than as a promising zone for intervention. Building Codes is presented with hopes of returning critical interest to the administration of architecture.

While basic housing remains a pressing global issue, the field of building codes has become a complex and fragmented arena of specialists and full-time efforts. Different agents act on different scales, with oftentimes conflicting

outcomes. By presenting a limited tour through this often mystified subject, Building Codes intends to contribute to a broader appreciation, understanding, and democratization of the material world.

In the context of this larger educational project, The Programmable City investigates the production of the codes of design that govern the built environment. It represents the intersection of social, political, legal, codification, and administrative application, from social movements to built work. By presenting research in representation alongside projects and proposals from building codes stakeholders, the show aims to reflect upon and participate in the programming of the city and beyond. CUP thanks all contributors.

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Tamara Swenson, Photography coordinator  
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**Lower East Side Tenement Museum**  
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CUP is a nonprofit research and design office dedicated to producing pedagogical and challenging work about the built environment. Since 1995, CUP has worked on publications, exhibitions, design proposals, research, and public art involving issues of community and urban planning, urban studies, and the political uses of architecture. For more information, see [storefrontdevelopment.org](http://storefrontdevelopment.org) or call 718-302-2336.

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## STOREFRONT FOR ART AND ARCHITECTURE

97 Kenmare Street New York, NY 10012  
Tel 212.431.5769 fax 212.431.5765  
email [info@storefrontnews.org](mailto:info@storefrontnews.org)

**Gallery hours** Tue-Sat 11-6 PM, Thu, 11-8 PM.

Admission to the gallery is free.

**Directions:** Storefront is located at the corner of Kenmare Street and Cleveland Place, near Lafayette Street one block south of Spring Street. **Trains 6** to Spring St. **N/A** to Prince St. and **N/D/F/Q** to Broadway/Lafayette.

**Mission:** Founded in 1992, Storefront for Art and Architecture is a nonprofit organization committed to the advancement of innovative positions in architecture, art and design.

**Funding:** Storefront for Art and Architecture is supported by the Stephen A. and Danna L. Goldberg Foundation, the Greenwall Foundation, the Jerome Foundation, the Rockefeller Foundation, the Andy Warhol Foundation for the Visual Arts, New York State Council on the Arts, National Endowment for the Arts, New York City Department of Cultural Affairs, and individual contributors.

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